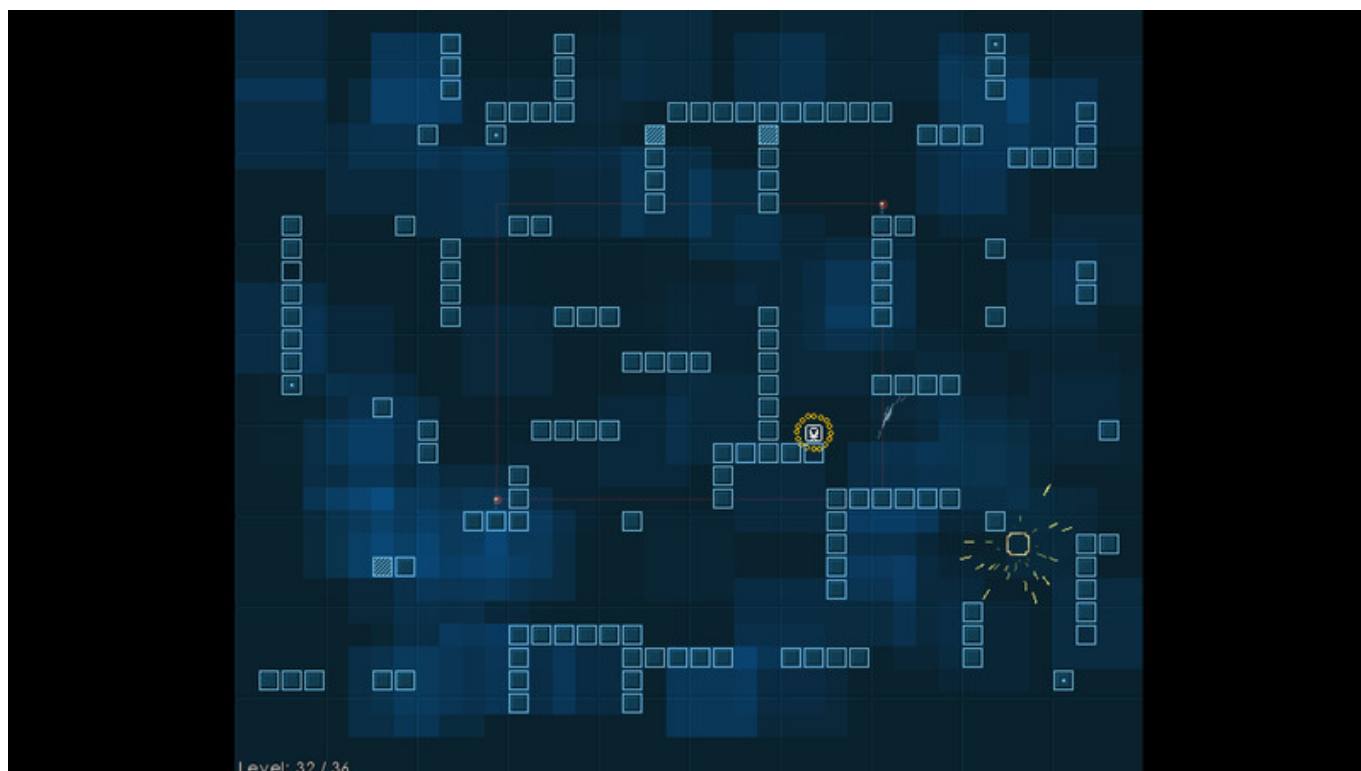

Car Mechanic Simulator 2018 - Mazda DLC Free Download



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About This Content

Car Mechanic Simulator 2018 - MAZDA DLC includes two licensed Mazda cars:

MAZDA RX-7
MAZDA Savanna RX-3 1978

Experience them in superb quality and astonishing level of details.
Repair, drive, buy, sell and contemplate them.

Title: Car Mechanic Simulator 2018 - Mazda DLC
Genre: Racing, Simulation
Developer:
Red Dot Games
Publisher:
PlayWay S.A.
Release Date: 28 Jul, 2017

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Minimum:

OS: Windows(64-bit) 7 or Newer

Processor: Intel Core i3 3.0 GHz

Memory: 4 GB RAM

Graphics: NVidia GeForce GTX 660 2GB VRAM

DirectX: Version 11

Storage: 20 GB available space

English,French,Italian,German,Czech,Hungarian,Japanese,Polish,Russian,Simplified Chinese,Turkish







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I really liked that one... well, I know the AMIGA-times very well, so nostalgia plays a role here ;-) I really like the pixelgraphix and the tracker-tunes reminded me of the demoscene in the 90s. The game itself is a standard sidescrolling affair but with plenty of upgradeable extraweapons so you can experiment a little... the levels are rather short though and with the right upgrades the game is on the easy side, at least if that is not your first time with a shooter... I do recommend this game but I would wait for a sale.. Just like most Reviewers they wished they had a "Meh" Button, and so do I. This game wasnt complete♥♥♥♥♥but it's pretty meh.

Seriously, This game is complete mediocre and who would want to waste their money on this? People like me who want to waste their money on garbage games and review them for you lovely people.

Pros:

- It's \$1.09 so it's reasonable for the price to where it should be. So you arn't wasting too much money. (Unlike Masked Shooters 2 with their stupid over \$5.00 price)
- The one guy is carrying a M4 Carbine, I approve. (Don't judge me >:C)

Cons:

- It's a point and click game, Those arn't very fun to me.
- The hitboxes are just awful.. Sometimes it's hard to click the zombie's head on the side of the screen without a miss. And if you're lucky. He wont be close enough to eat you alive to only then make you scream in rage and make you rage quit. It also dosent help when you have the game on Windowed Mode and you accidently tab out, making it much worst for you to click back and worry about your characters not being overrun.
- It's one of those kind of games where if you can't see♥♥♥♥♥in the dark, you're gonna have a hard time looking for that specific item, And hitting the hint button clearly shows where that one spot is if you dont have the brightness on high, and you cant even adjust your brightness, Thanks game for making me regret I don't have nightvision on
- The music is eh... I didn't really expect much for this game to have decent music. It's just regular music you hear in Facebook games with the exact same setting as this. So it's nothing new
- What the hell is with the "W" being rotated side ways? that looks really weird and there's too much of it.
- You only go so far only to then get stuck at the one part where you have to find Ammo and there's this one ammo that you can't even grab even tho the hint shows you completly where it is. to the point where you just leave cause of how terrible they program this game.

- The zombies going up in your face in the main menu kind of scares me, Maybe cause of how creepy that is to have random zombies up in your face while you're trying to hit play. Makes my skin crawl just looking at it

- The animations.. oh dear lord... They cant animate for♥♥♥♥♥♥♥♥

- You know what's great about most games? The fact it has stories in them. This game has NO story whatsoever, Yeah. You're escaping the Apocalypse, And grabbing gears and driving and shooting, praying to god you will survive. That's pretty much what you do. But it isnt REALLY a story. It feels more like an objective. Though I shouldnt really complain, This is like a Facebook game.. Most Facebook games dont.

But again, This game isnt the worst of them all, It's still bad. But when it comes to seeing how many problems there are with the game, you can easily list alot of the problems.. I got so frustrated in this game, that I can't even put a thumb up for this game despite its low price. I watched some gameplay on youtube before I purchase, but I didn't realise its problem until I play it for myself. Events which help players unlock new plots and characters are showing up so randomly, players do not need to have skill to maintain the character on the throne: they just need to keep on replay it over and over again. Events are repititive, sometimes with consequences that don't make any sense to me. Maybe I am just lousy in this, but it took more than 2 hours for me to unlock all the characters, and I have no idea how to proceed in the so called plot (actually I do, just keep on replaying it, brainless swaping the picture left or right for another 2 hours), nor I want to do so anymore.. Doesnt work. Everlasting laoding screen and achivement Master 100lvl repeating every login/Fix this. This is a very well-made puzzle game that manages to do quite a bit with fairly little. The basics of the puzzles are very simple, being based around color and whether each character has that color or lacks it. Even so, many of the puzzles can be quite difficult. The best part, though, is that even though the puzzles are color-based, they are also based on shape (which has been applied in a manner as intuitive as the color system), allowing the colorblind to also enjoy this game.. It's just so, freaking, good.

I cannot wait to see where this title goes.

Great shooting, simple, fun combat. challenge, killer character design.

Bravo!. Started out as a mediocre HOG with some fussy control issues that were bordering on annoyance... and then, I hit a game-breaking bug where an object disappeared and could not return. It seems similar bugs have happened to multiple people. Really not worth investing any time in this if you know there is a good chance it will just lead to disappointment.. Cool game! Played it while on my exercisbike and got quite a good pump going. I like gunslingers not Graphics Very good game

Ohhh Mindy I wish you were real... :(

. It's... meh. I don't know... I mean it's okay, kinda, but just not good.. Its a lot like Super Hexagon...

Except in Super Hexagon, I can beat the first level.

11/10. Lets get two things out of the way:

1) my main issue with this game is a price tag. If i got in on sale for, say, a buck, i wouldn't write this.

2) it just so happens that i measure roguelike experience against the industry standard, the one, the only!.. FTL!

First - the game mechanics. It's simplified to the point of feeling little to no involvement in combat. You bump your head into a goblin and hope for the best. Sure, technically every decision you've made up to the head-bumping point has some significance in a form of percentages, but actual _decisions_ are rare - most gear is either obviously better or obviously worse than the one you have, so it feels like more of a luck thing than a decision, and the relative combat success does not feel dependent on your skill but rather than on "was i lucky enough to be ahead of the curve with my gear?" thing. Compared to the enormous difference the same FTL ship can have depending on the player input - not even close.

Second - the replayability factor.

a) New outfit options and perks. I just don't see what i'm fighting in a current playthrough for, when the difference between playthroughs is the minor gear option that you would have gotten anyway. Some upgrades are not contingent on your achievements but rather on the time spent in the game. You shouldn't reward people for playing, you should reward them for being good at it.

b) New classes - well, these are better. Would prefer not being able to see everything about them before i even unlocked one, but that's nitpicking.

c) Beating the game on a higher difficulty - basically this is the main thing: is the game involving enough for you to perceive beating it on a higher difficulty an achievement? No. See 1 - you don't feel like you contribute much, difficulty defines the curve, luck defines your position in relation to said curve.

In conclusion, this is just not a ten-buck game. Something like FTL has insane replayability, something like Invisible Inc. possesses production values, so the price tag feels justified one or the other way. Here? I just don't see it.. So, developers like "fire and forget" too? Better than "spray n pray", I suppose. Too bad these guys are so sleepy. To me this game has more potential than all the other steam games combined. But the devs are missing the boat. Why?. Initial review which will be updated after more playtime (but in the meantime, this game needs to be seen by more people!):

This game is great. It's one of those puzzle games where you got to get your little guy to some end goal by building a track with various properties. What's great about this in VR is you can really get a feel for the 3D configuration that you're building and can watch from wherever you want.

I look forward to playing around with this one some more!. A really hard (at least for me) Puzz Loop* type match 3 game.

(*also known as Actionloop or Magnetica or Ballistic.)

Recommended, but only if you're really good at this game!. Buy it, start playing and 1 min later have all achivs. K...

. This MUD is set in a post-apocalyptic world. Many different areas to explore, real time roulette, level appropriate quests, 5 different clans and many hidden areas. I found more aggro mobs than were here when I played many years ago but that's ok, keeps me on my toes. I noticed the soothsayers are gone which is a bit disappointing, but Bertha is still in her cage. Houses are available for sale, as are spaceships which you can fly to other worlds. I've been playing for almost 2 weeks and am close to level 25. This is thanks to the armageddon feature which awards players for their kills in a certain amount of time. I do recommend this game to veteran and new players. Make MUDs Great Again!.. Great game, why does it have to be dead

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